The current claims for this application are listed below.

1.   (currently amended) A <u>computer implemented</u> method comprising:

<u>receiving a first request to create a virtual reality scene;</u>

~~processing a request to create virtual reality scene, wherein the scene is to be able to be~~ ~~translated and rotated;~~

<u>receiving a second request to add at least two media objects to the virtual reality scene;</u>

~~processing a request to add at least two media objects to the virtual reality scene, said~~ ~~processing including~~ associating each media object with a series of views of the <u>media</u> object from various orientations and locations in three dimensional space;

preparing a translation vector and a rotation matrix for each of the media objects<u>, the</u> <u>rotation matrix and the translation matrix defining</u> ~~to define~~ an orientation and a location of each of the media objects in the <u>virtual reality</u> scene; ~~and~~

<u>building</u> ~~displaying~~ the <u>virtual reality</u> scene <u>for display, wherein the at least two media</u> <u>objects are included within the virtual reality scene, and the virtual reality scene is translatable</u> <u>and rotatable</u>.

2.   (currently amended) The <u>computer implemented</u> method of claim 1 further comprising:

receiving a <u>third</u> request to manipulate the <u>virtual reality</u> scene<u>; and</u>

<u>manipulating the virtual reality scene.</u>

3.   (currently amended) The <u>computer implemented</u> method of claim 2 further comprising:

updating the translation vector and rotation matrix for each of the media objects responsive to receiving the <u>third</u> request to manipulate the scene.

4.   (currently amended) The <u>computer implemented</u> method of claim 2 wherein the <u>third</u> request to manipulate is received from an application program.

5.   (currently amended) The <u>computer implemented</u> method of claim 2 wherein the <u>third</u> request to manipulate originates from a user.

6. (currently amended) The <u>computer implemented</u> method of claim 2 wherein the <u>third</u> request to manipulate is one of a pan request, a zoom request, and a tilt request.

7. (currently amended) The <u>computer implemented</u> method of claim 2 further comprising: calling one or more library functions of a plurality of library functions to manipulate the media objects.

8. (currently amended) The <u>computer implemented</u> method of claim 7 wherein the library functions are included in an operating system enhancement application program interface.

9. (Cancelled)

10. (currently amended) The <u>computer implemented</u> method of claim 1 further comprising: receiving a selection of a first media object of the media objects within the scene.

11. (currently amended) The <u>computer implemented</u> method of claim 10 further comprising: receiving a <u>third</u> request to manipulate the first media object.

12. (currently amended) The <u>computer implemented</u> method of claim 11 further comprising: updating the translation vector and rotation matrix for the first media object responsive to receiving the <u>third</u> request to manipulate the first media object.

13. (currently amended) The <u>computer implemented</u> method of claim 11 wherein the <u>third</u> request to manipulate originates from a user.

14. (currently amended) The <u>computer implemented</u> method of claim 11 wherein the <u>third</u> request to manipulate is one of a pan request, a zoom request, and a tilt request.

15. (currently amended) The <u>computer implemented</u> method of claim 11 further comprising:

calling one or more library functions of a plurality of library functions to manipulate the media objects.

16.   (currently amended) The <u>computer implemented</u> method of claim 15 wherein the library functions are included in an operating system enhancement application program interface.

17.   (Cancelled)

18.   (currently amended) The <u>computer implemented</u> method of claim 1 wherein each media object further comprises:

a soundtrack associated with each media object such that the soundtrack is to be played when the media object is selected by a user.

19.   (currently amended) The <u>computer implemented</u> method of claim 18 wherein the soundtrack is to be played responsively to movement of the associated media object.

20.   (currently amended) The <u>computer implemented</u> method of claim 1 further comprising:

receiving a designation of a soundtrack to be played in conjunction with the displaying of the scene.

21.   (currently amended) The <u>computer implemented</u> method of claim 20 wherein the soundtrack is played by calling one or more library functions of a plurality of library functions.

22.   (currently amended) The <u>computer implemented</u> method of claim 1 wherein displaying comprises:

calling one or more library functions of a plurality of library functions to display the media objects.

23.   (currently amended) A <u>computer implemented</u> method ~~of providing an application program interface~~ comprising:

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~~providing~~ storing a first function to allow an application program to create a virtual reality scene, wherein the scene is to be able to be translated and rotated;

receiving a request for execution of the first function;

~~providing~~ storing a second function to allow the application program to add at least two media objects to the virtual reality scene and to associate each media object with a series of views of the object from various orientations and locations in three dimensional space, responsive to the request to execute the first function; and

receiving a request for execution of the second function; and

preparing a translation vector and a rotation matrix for each of the media objects, the rotation matrix and the translation matrix defining ~~to define~~ an orientation and a location of each of the media objects in the virtual reality scene ~~upon receipt of a~~ responsive to the request to execute the second function.

24.   (currently amended) The computer implemented method of claim 23 further comprising:

~~providing~~ storing a third function to ~~display~~ render the virtual reality scene and the media objects in the virtual reality scene; ~~and~~

receiving a request for execution of the third function; and

~~displaying~~ rendering the virtual reality scene responsive to receiving [[a]] the request to execute the third function.

25.   (currently amended) The computer implemented method of claim 24 further comprising:

receiving a request from a user to manipulate the virtual reality scene.

26.   (currently amended) The computer implemented method of claim 25 further comprising:

updating the translation vector and rotation matrix for each of the media objects responsive to receiving the request to manipulate the virtual reality scene.

27.   (currently amended) The computer implemented method of claim 25 wherein the request to manipulate is one of a pan request, a zoom request, and a tilt request.

28.   (currently amended) The computer implemented method of claim 25 further comprising:

calling one or more library functions of a plurality of library functions to manipulate the media objects.

29.   (currently amended) The <u>computer implemented</u> method of claim 28 wherein the library functions are included in an operating system enhancement application program interface.

30.   (currently amended) A system comprising:

means for <u>receiving a first request to create a virtual reality scene</u> ~~processing a request to create a virtual reality scene, wherein the scene is to be able to be translated and rotated~~;

<u>means for receiving a second request to add at least two media objects to the virtual reality scene;</u>

means for ~~processing a request to add at least two media objects to the scene, said processing including~~ associating each media object with a series of views of the object from various orientations and locations in three dimensional space;

means for preparing a translation vector and a rotation matrix for each of the media objects<u>, the rotation matrix and the translation matrix defining</u> ~~to define~~ an orientation and a location of each of the media objects in the <u>virtual reality</u> scene; and

means for ~~displaying~~ <u>building</u> the <u>virtual reality</u> scene <u>for display, wherein the at least two media objects are included within the virtual reality scene, and the virtual reality scene is translatable and rotatable</u>.

31.   (currently amended) The system of claim 30 further comprising:

means for receiving from a user a <u>third</u> request to manipulate the <u>virtual reality</u> scene<u>; and means for manipulating the virtual reality scene</u>.

32.   (currently amended) The system of claim 31 further comprising:

means for updating the translation vector and rotation matrix for each of the media objects responsive to the means for receiving from the user the <u>third</u> request to manipulate the scene.

33.   (currently amended) The system of claim 31 wherein the <u>third</u> request to manipulate is one of a pan request, a zoom request, and a tilt request, and the system further comprises:

      means for panning;

      means for zooming; and

      means for tilting.

34.   (Original) The system of claim 31 further comprising:

      means for calling one or more library functions of a plurality of library functions to manipulate the media objects.

35.   (Previously Presented) The system of claim 34 wherein the library functions are included in an operating system enhancement application program interface.

36.   (Cancelled)

37.   (Original) The system of claim 30 wherein each media object further comprises:

      a soundtrack associated with each media object such that the soundtrack is to be played when the media object is selected by a user.

38.   (Previously Presented) The system of claim 37 further comprising:

      means for playing the soundtrack responsively to movement of the associated media object.

39.   (Original) The system of claim 30 further comprising:

      means for receiving a designation of a soundtrack to be played in conjunction with the displaying of the scene.

40.   (Original) The system of claim 39 further comprising:

      means for calling one or more library functions of a plurality of library functions to play the soundtrack.

41.   (Original) The system of claim 30 wherein displaying comprises:

means for calling one or more library functions of a plurality of library functions to display the media objects.

42.   (currently amended) A machine readable medium storing ~~executable~~ instructions which ~~when executed by a processor~~ cause ~~the~~ a processor to perform operations comprising:

receiving a first request to create a virtual reality scene;

~~processing a request to create virtual reality scene, wherein the scene is to be able to be translated and rotated~~;

receiving a second request to add at least two media objects to the virtual reality scene;

~~processing a request to add at least two media objects to the scene, said processing including~~ associating each media object with a series of views of the media object from various orientations and locations in three dimensional space;

preparing a translation vector and a rotation matrix for each of the media objects, the rotation matrix and the translation matrix defining ~~to define~~ an orientation and a location of each of the media objects in the virtual reality scene; ~~and~~

building ~~displaying~~ the virtual reality scene for display, wherein the at least two media objects are included within the virtual reality scene, and the virtual reality scene is translatable and rotatable.

43.   (currently amended) The machine readable medium of claim 42 ~~storing further instructions which when executed cause the processor to perform operations further comprising~~ wherein the processor performs further operations comprising:

receiving from a user a third request to manipulate the virtual reality scene; and

manipulating the virtual reality scene, wherein manipulating is at least one of translating the virtual reality scene and rotating the virtual reality scene with respect to at least one camera view.

44.   (currently amended) The machine readable medium of claim 43 ~~storing further instructions which when executed cause the processor to perform operations further comprising:~~ wherein the processor performs further operations comprising:

updating the translation vector and rotation matrix for each of the media objects responsive to receiving the <u>third</u> request to manipulate the scene.

45.   (currently amended) The machine readable medium of claim 43 wherein the <u>third</u> request to manipulate is one of a pan request, a zoom request, and a tilt request.

46.   (Currently Amended) The machine readable medium of claim 43 ~~storing further instructions which when executed cause the processor to perform operations further comprising:~~ <u>wherein the processor performs further operations comprising</u>:

calling one or more library functions of a plurality of library functions to manipulate the media objects.

47.   (Previously Presented) The machine readable medium of claim 46 wherein the library functions are included in an operating system enhancement application program interface.

48.   (Original) The machine readable medium of claim 42 wherein each media object further comprises:

a soundtrack associated with each media object such that the soundtrack is to be played when the media object is selected by a user.

49.   (Original) The machine readable medium of claim 48 wherein the soundtrack is to be played responsively to movement of the associated media object.

50.   (currently amended) The machine readable medium of claim 42 ~~storing further instructions which when executed cause the processor to perform operations further comprising:~~ <u>wherein the processor performs further operations comprising</u>:

receiving a designation of a soundtrack to be played in conjunction with the displaying of the scene.

51. (Previously Presented) The machine readable medium of claim 50 wherein the soundtrack is to be played by calling one or more library functions of a plurality of library functions.

52. (Original) The machine readable medium of claim 42 wherein the displaying comprises:
calling one or more library functions of a plurality of library functions to display the media objects.

53. (currently amended) A machine readable medium storing executable instructions which ~~when executed by a processor~~ cause ~~the~~ a processor to perform operations comprising:
~~providing an application program interface comprising:~~
~~providing~~ storing a first function to allow ~~the~~ an application program to create a virtual reality scene, wherein the scene is to be able to be translated and rotated;
receiving a request for execution of the first function;
~~providing~~ storing a second function to allow the application program to add at least two media objects to the virtual reality scene and to associate each media object with a series of views of the object from various orientations and locations in three dimensional space, responsive to the request to execute the first function; ~~and~~
receiving a request for execution of the second function; and
preparing a translation vector and a rotation matrix for each of the media objects, the rotation matrix and the translation matrix defining ~~to define~~ an orientation and a location of each of the media objects in the virtual reality scene ~~upon receipt of a~~ responsive to the request to execute the second function.

54. (currently amended) The machine readable medium of claim 53 ~~storing further instructions which when executed cause the processor to perform operations further comprising:~~ wherein the processor performs further operations comprising:
providing a third function to ~~display~~ render the virtual reality scene and the media objects in the virtual reality scene; ~~and~~
receiving a request for execution of the third function; and
~~displaying~~ rendering the virtual reality scene responsive to receiving [[a]] the request to execute the third function.

55.   (Currently Amended) The machine readable medium of claim 54 ~~storing further instructions which when executed cause the processor to perform operations further comprising:~~ wherein the processor performs further operations comprising:

        receiving a request from a user to manipulate the scene.

56.   (Currently Amended) The machine readable medium of claim 55 ~~storing further instructions which when executed cause the processor to perform operations further comprising:~~ wherein the processor performs further operations comprising:

        updating the translation vector and rotation matrix for each of the media objects responsive to receiving the request to manipulate the scene.

57.   (Original) The machine readable medium of claim 55 wherein the request to manipulate is one of a pan request, a zoom request, and a tilt request.

58.   (Currently Amended) The machine readable medium of claim 55 ~~storing further instructions which when executed cause the processor to perform operations further comprising:~~ wherein the processor performs further operations comprising:

        calling one or more library functions of a plurality of library functions to manipulate the media objects.

59.   (Previously Presented) The machine readable medium of claim 58 wherein the library functions are included in an operating system enhancement application program interface.

60.   (Cancelled)

61.   (Previously Presented) The machine readable medium of claim 53 wherein the series of views is captured by a camera rotated about a subject of the media object.

62.   (Previously Presented) The machine readable medium of claim 53 wherein the series of views is captured by a camera directed at a rotated subject of the media object.

63.   (Previously Presented) The machine readable medium of claim 53 wherein the series of views is determined algorithmically when the media object is added to the virtual reality scene.

64.   (Previously Presented) The machine readable medium of claim 55 wherein the operations further comprise, in response to a request to navigate within the virtual reality scene, replacing a displayed view of the media object in the scene with a different view in the series of views based on the translation vector and rotation matrix to reorient and relocate the object to match the navigation.

65.   (New)   The computer implemented method of claim 2 additionally comprising:
        receiving a forth request to build a camera view of the virtual reality scene, the camera view including the at least two media objects in the virtual reality scene; and
        rendering the at least one camera view of the virtual reality scene.

66.   (New) The machine readable medium of claim 43 wherein the processor performs further operations comprising:
        receiving a forth request to build a camera view of the virtual reality scene, the camera view including the at least two media objects in the virtual reality scene; and
        rendering the at least one camera view of the virtual reality scene.